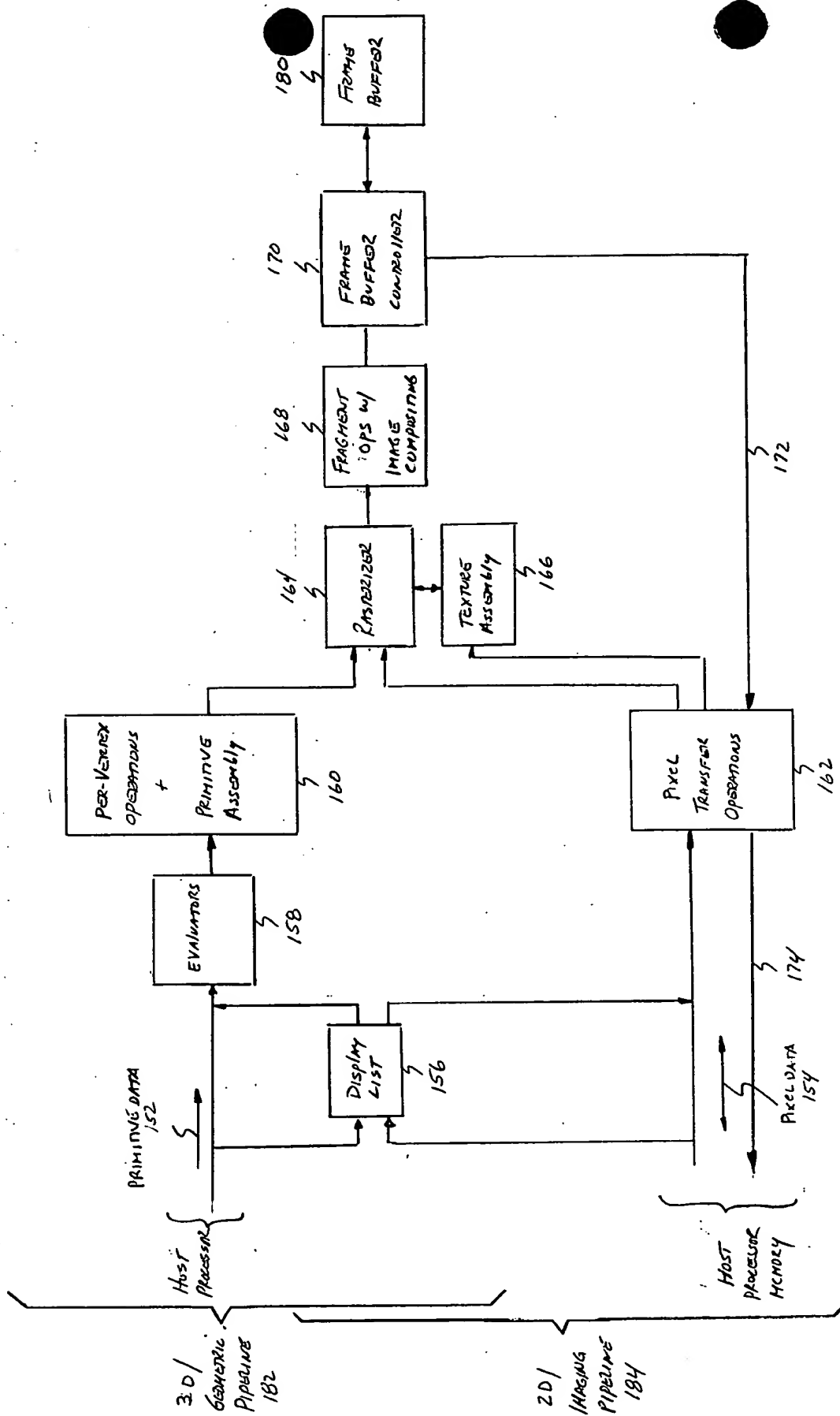


Computer Graphics
Environment

100

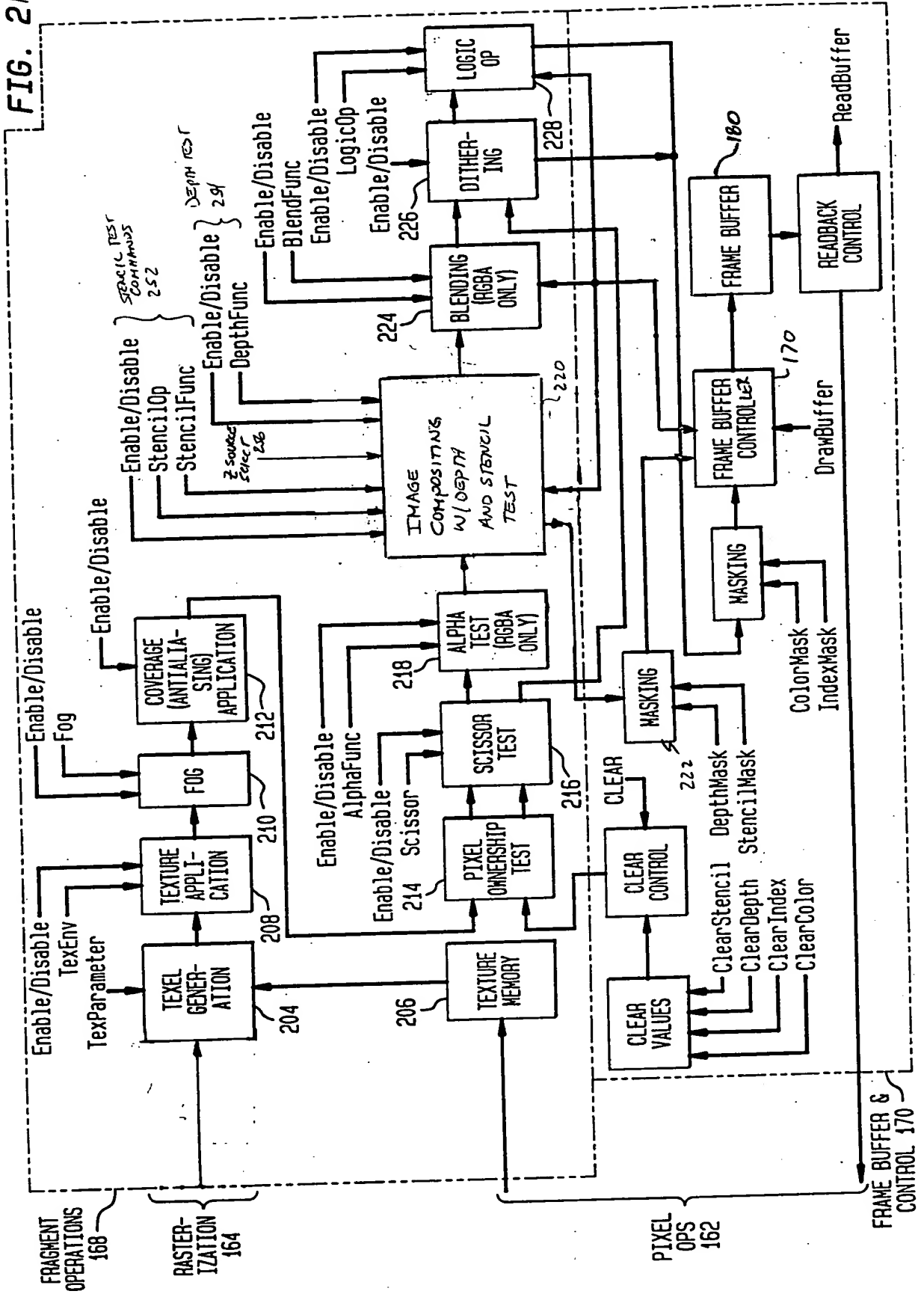
FIGURE 1A



Rendering Pipeline 150

FIGURE 1B

FIG. 2A



FRAME BUFFER 180



17GuzE 2B

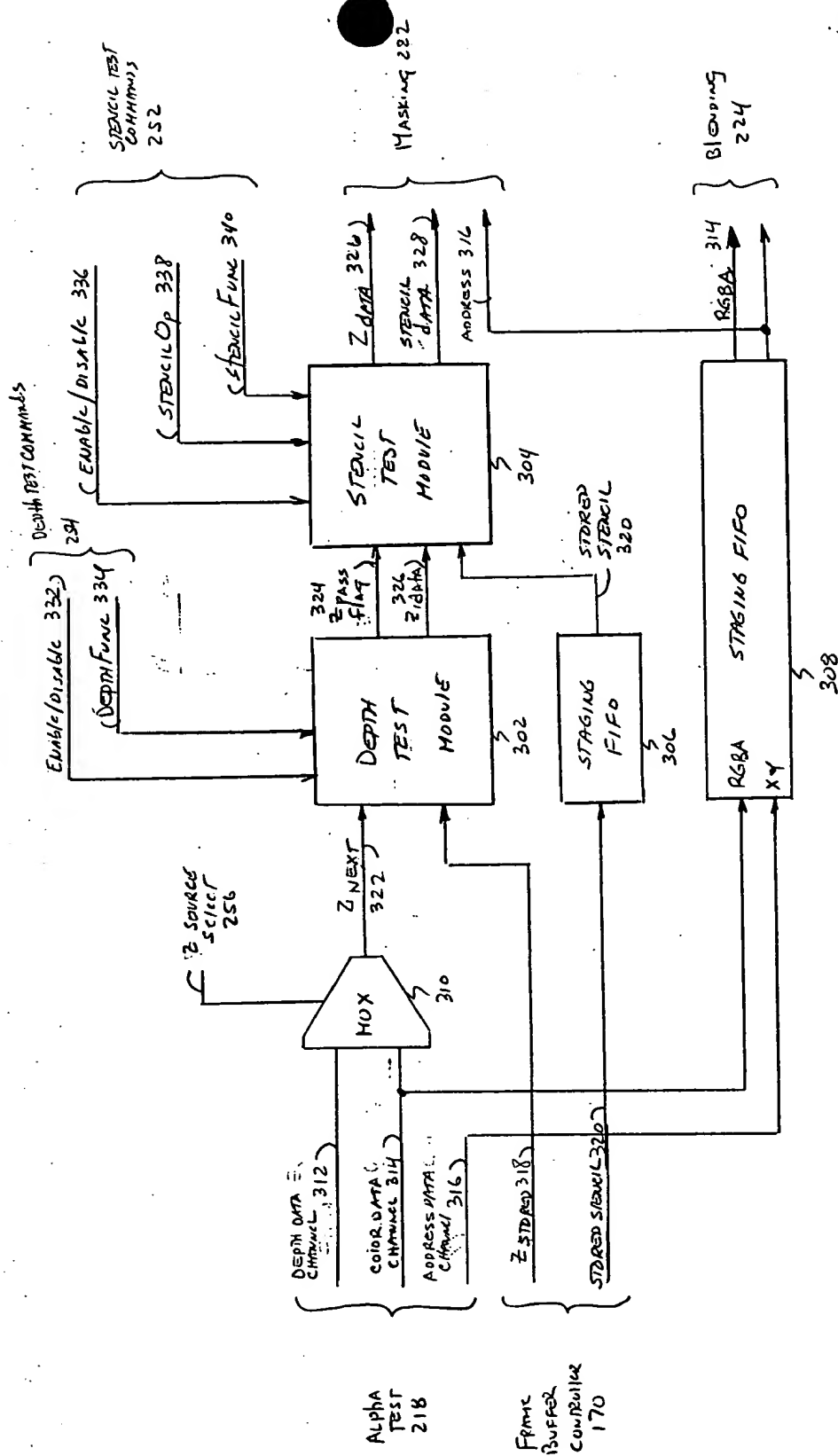


FIGURE 3

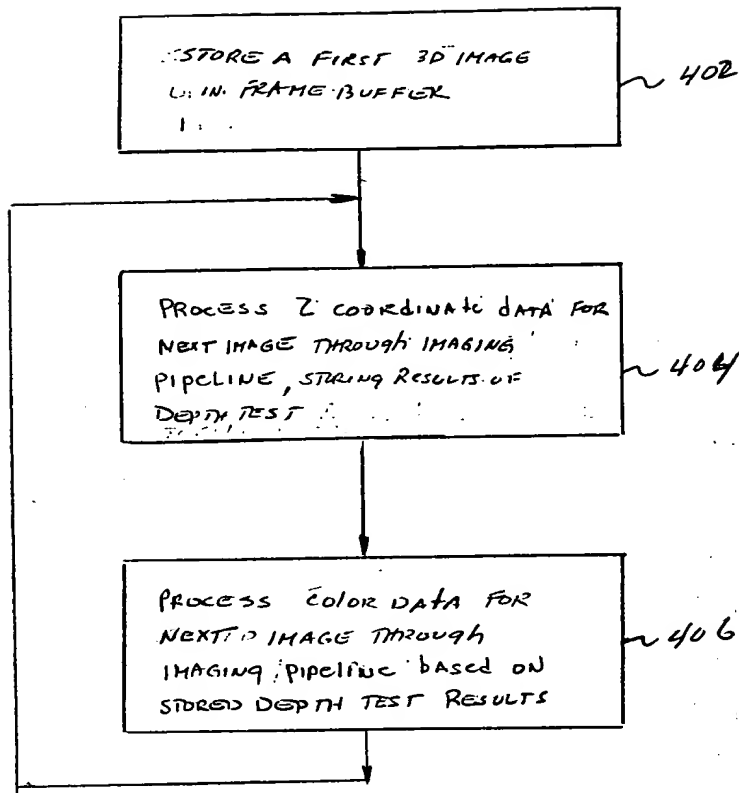


FIGURE 4

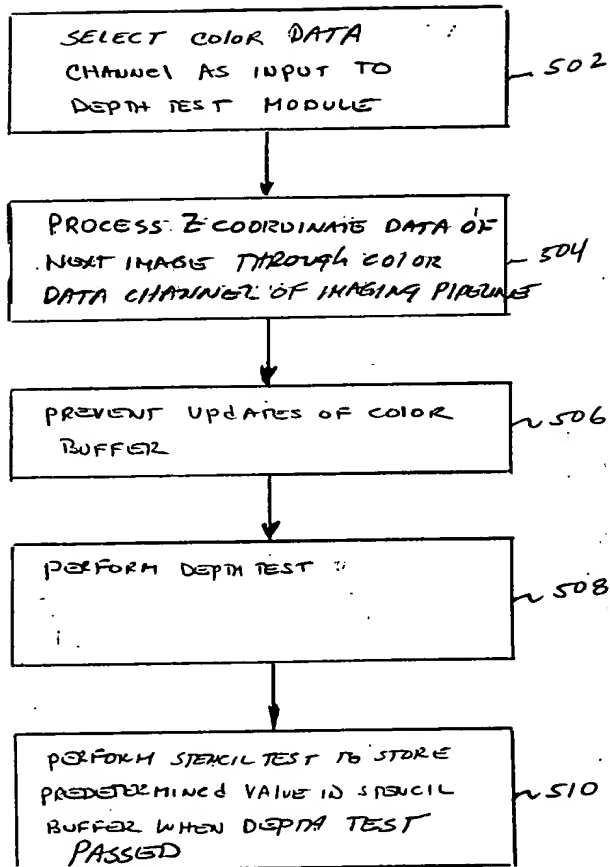


FIGURE 5A

00110-5021550

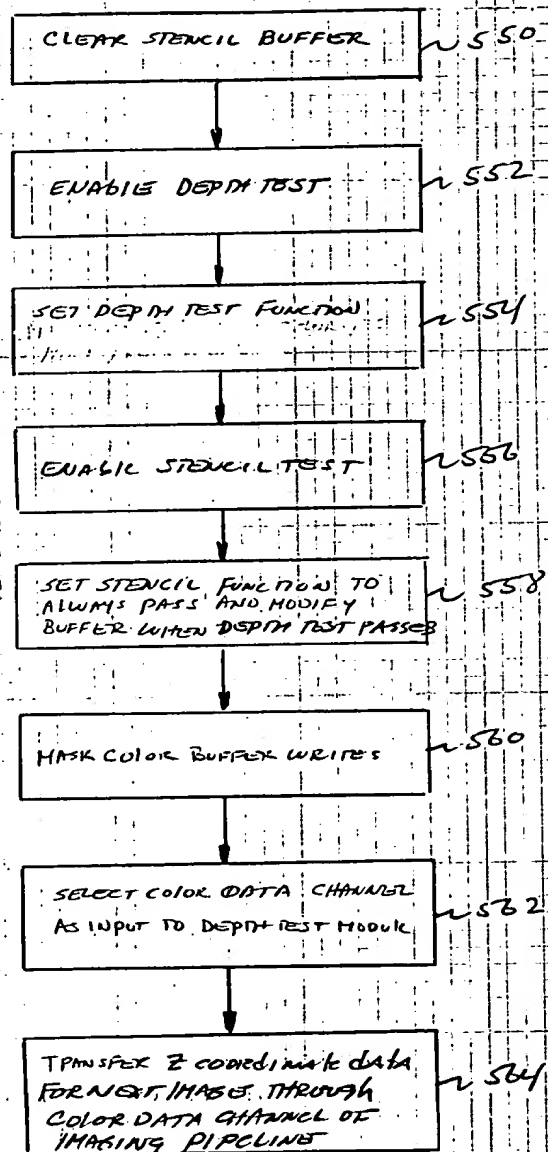


FIGURE 5B

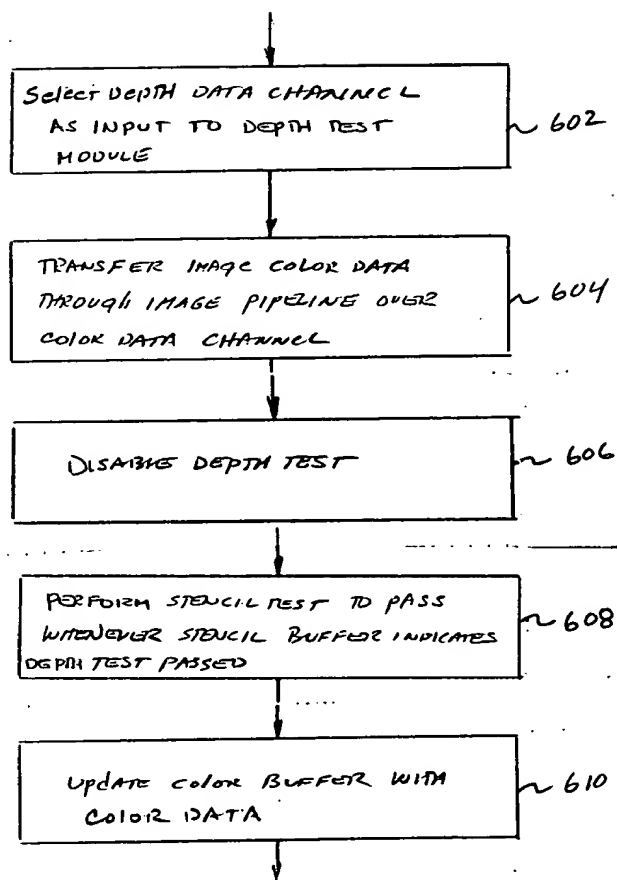
[illegible]

FIGURE 6A

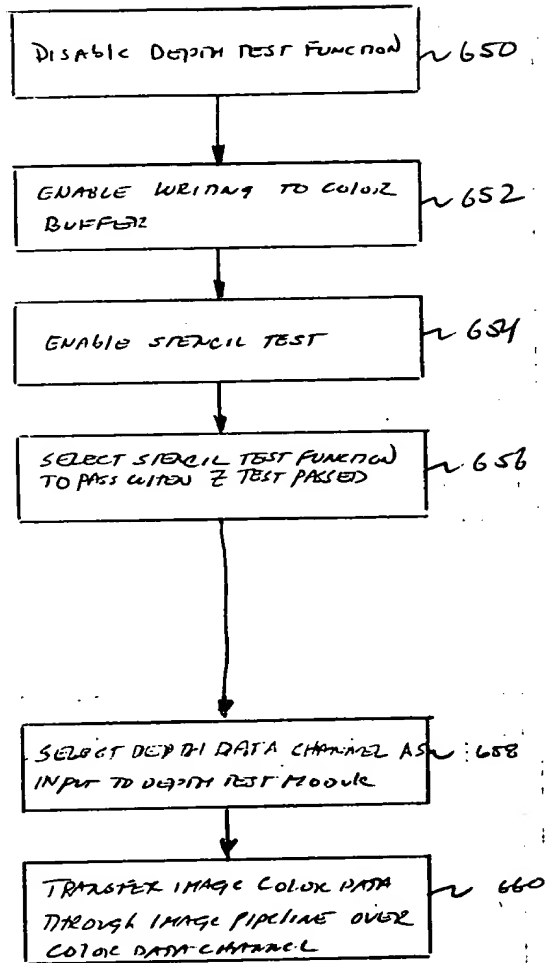
[illegible]

Figure 68